

(12) **United States Patent**
Knutsson et al.

(10) **Patent No.:** **US 9,636,590 B2**
(45) **Date of Patent:** **May 2, 2017**

(54) **ADAPTIVE GAME OBJECT ALTERATION**

(71) Applicant: **KING.COM LIMITED**, St. Julians (MT)

(72) Inventors: **Sebastian Knutsson**, Stockholm (SE);
Mihai Alin Dindareanu, Bucharest (RO); **Hinrik Asgerisson**, Bucharest (RO)

(73) Assignee: **KING.COM LTD.**, St. Julians (MT)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) Appl. No.: **14/270,724**

(22) Filed: **May 6, 2014**

(65) **Prior Publication Data**

US 2015/0321099 A1 Nov. 12, 2015

(51) **Int. Cl.**

A63F 9/24 (2006.01)
A63F 13/80 (2014.01)
A63F 13/52 (2014.01)
A63F 3/00 (2006.01)
A63F 3/04 (2006.01)
A63F 13/30 (2014.01)
A63F 13/46 (2014.01)

(52) **U.S. Cl.**

CPC **A63F 13/80** (2014.09); **A63F 3/00643** (2013.01); **A63F 3/0423** (2013.01); **A63F 13/30** (2014.09); **A63F 13/52** (2014.09); **A63F 13/46** (2014.09)

(58) **Field of Classification Search**

CPC **A63F 13/10**; **A63F 3/0423**; **A63F 2003/0428**; **A63F 9/0098**; **A63F 13/12**; **A63F 2003/00996**; **A63F 2011/0062**; **A63F 3/00643**; **A63F 2003/0426**; **A63F**

2001/0466; **A63F 2001/0483**; **A63F 2003/00867**; **A63F 2300/407**; **A63F 3/0402**; **A63F 3/0421**; **A63F 2001/0458**; **A63F 2003/00716**; **A63F 2250/1063**; **A63F 3/00574**; **G09B 17/00**
See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

2002/0193162 A1* 12/2002 Walker **A63F 13/12**
463/42
2004/0048646 A1* 3/2004 Visocnik 463/16
2005/0035549 A1* 2/2005 Zeng 273/292
2005/0261044 A1* 11/2005 Persidsky 463/9
2006/0128461 A1* 6/2006 Okada 463/25
2008/0187890 A1* 8/2008 Podurgiel 434/129
2009/0280883 A1* 11/2009 Haveson 463/9

* cited by examiner

Primary Examiner — Justin Myhr

(74) *Attorney, Agent, or Firm* — Saul Ewing LLP

(57) **ABSTRACT**

In an embodiment there is provided a device having a user interface configured to display a game board having a plurality of first objects, each first object having one or more characteristics stored in at least one memory, said user interface being configured to receive user input, and at least one processor in connection or communication with at least one memory configured to display a game board having a plurality of first game objects, each object having one or more characteristics, detect a selection sequence of at least one first game object with respect to said displayed game board in response to user input, generate a second object having default second object characteristics, alter the second object characteristics in dependence on at least one predetermined rule, and display said second object. The rule may comprise determining a game state comprising game data that is monitored to alter the second object characteristics.

16 Claims, 7 Drawing Sheets

